IDW
38
COVER A

SONIC™ THE HEDGEHOG

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SEGA®

SONIC™
THE HEDGEHOG

STORY
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30th ANNIVERSARY

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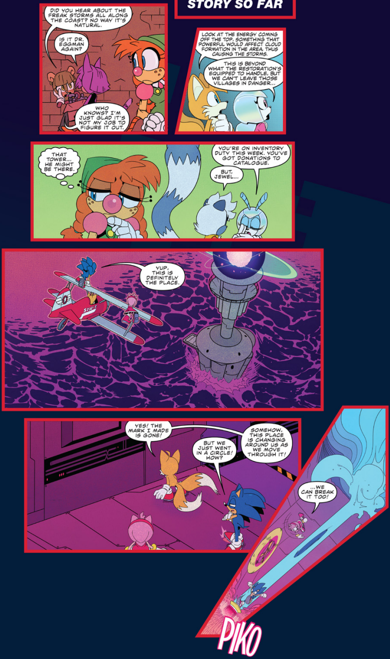
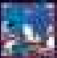
STORY SO FAR


DID YOU HEAR ABOUT THE FREAK STORMS ALL ALONG THE COAST? NO WAY IT'S NATURAL.
IS IT DR. EGGMAN AGAIN?
WHO KNOWS? I'M JUST GLAD IT'S NOT MY JOB TO FIGURE IT OUT.
LOOK AT THE ENERGY COMING OFF THE TOP. SOMETHING THAT POWERFUL WOULD AFFECT CLOUD FORMATION IN THE AREA, THUS CAUSING THE STORMS.
THIS IS BEYOND WHAT THE RESTORATION'S EQUIPPED TO HANDLE, BUT WE CAN'T LEAVE THOSE VILLAGES IN DANGER...
THAT TOWER... HE MIGHT BE THERE.
YOU'RE ON INVENTORY DUTY THIS WEEK. YOU'VE GOT DONATIONS TO CATALOGUE.
BUT, JEWEL...
YUP, THIS IS DEFINITELY THE PLACE.
SONIC
YES! THE MARK I MADE IS GONE!
BUT WE JUST WENT IN A CIRCLE! HOW?
SOMEHOW, THIS PLACE IS CHANGING AROUND US AS WE MOVE THROUGH IT!
...WE CAN BREAK IT TOO!
PIKO



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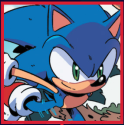
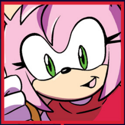
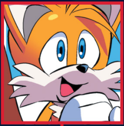


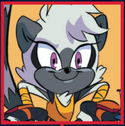
SONIC THE HEDGEHOG
The Blue Blur.
Fastest Thing Alive.



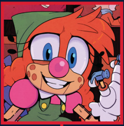
AMY ROSE
Hammer-swinging Heroine.
Restoration ally.



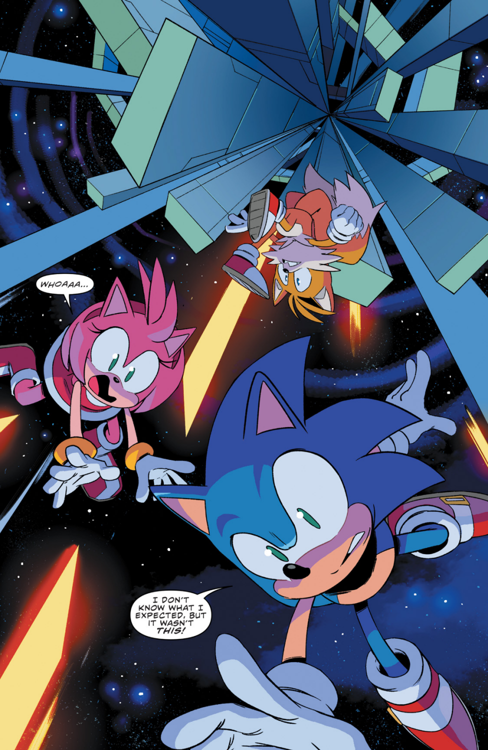
MILES “TAILS” PROWER
Tech-savvy Sidekick.
High-flying genius.

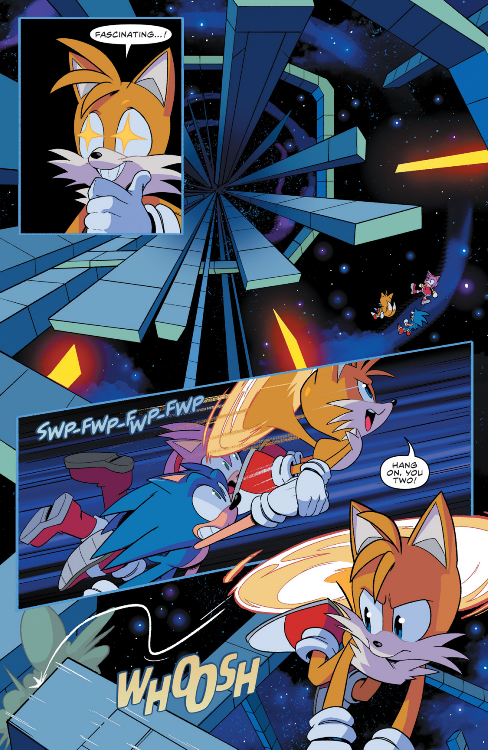


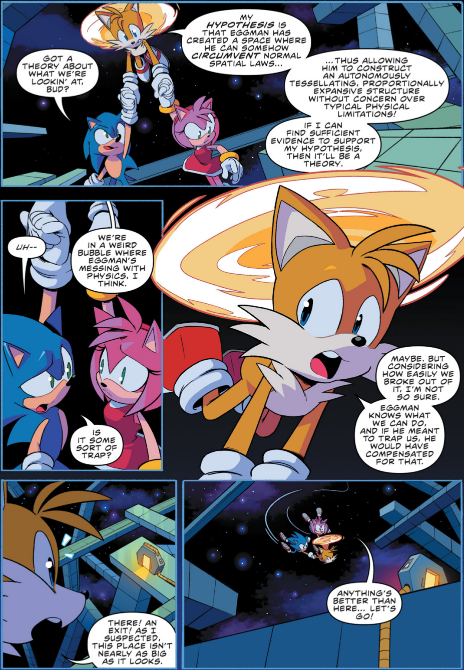
TANGLE THE LEMUR
Excitable Hero.
Elastic-tailed brawler.

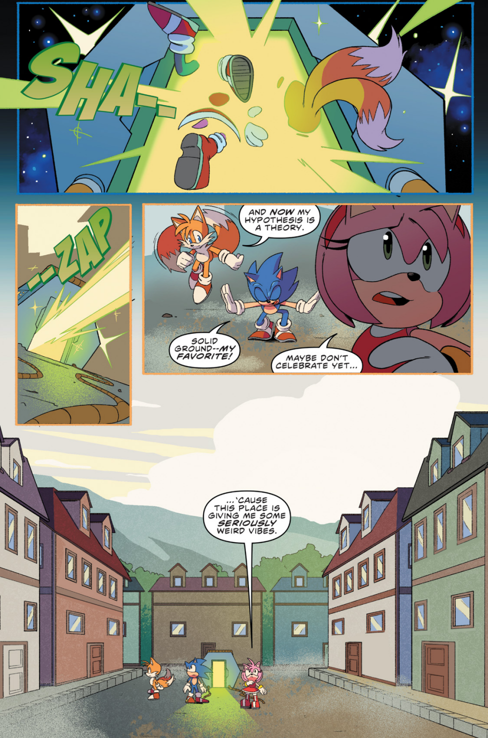


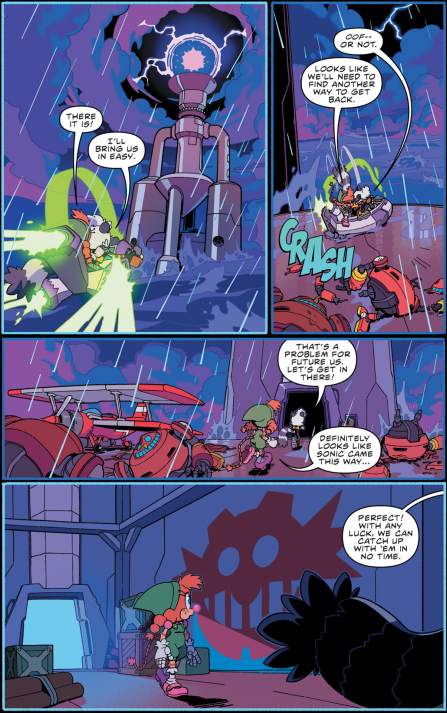
BELLE THE TINKERER
Enthusiastic new-comer.
Clumsy Marionette.

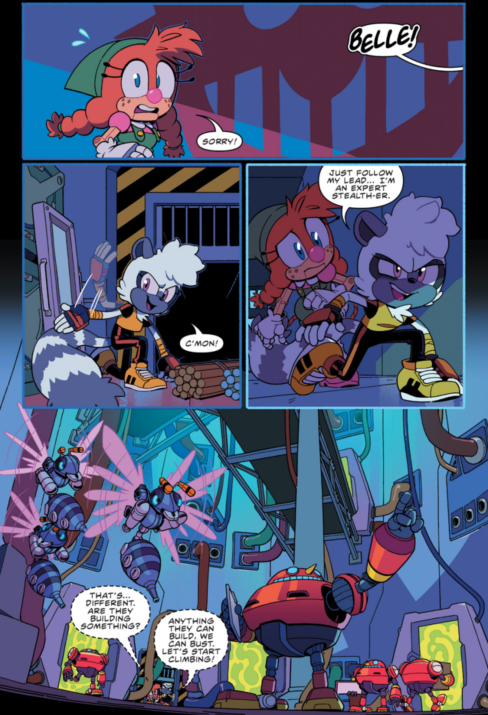

WHOAAA...
I DON'T KNOW WHAT I EXPECTED, BUT IT WASN'T *THIS!*

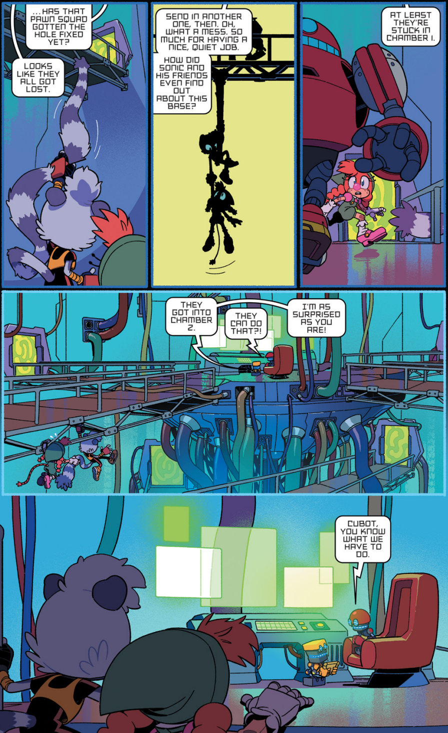

FASCINATING...!
SWP-FWP-FWP-FWP
HANG ON, YOU TWO!
WHOOSH

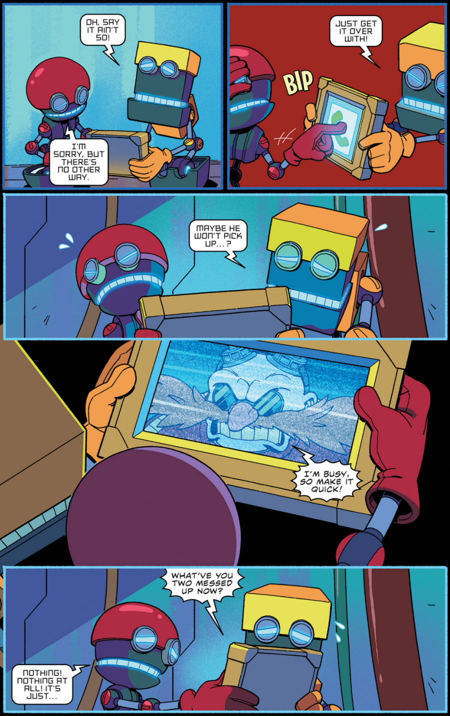

GOT A THEORY ABOUT WHAT WE'RE LOOKIN' AT, BUD?
MY ***HYPOTHESIS*** IS THAT EGGMAN HAS CREATED A SPACE WHERE HE CAN SOMEHOW ***CIRCUMVENT*** NORMAL SPATIAL LAWS...
...THUS ALLOWING HIM TO CONSTRUCT AN AUTONOMOUSLY TESSELLATING, PROPORTIONALLY EXPANSIVE STRUCTURE WITHOUT CONCERN OVER TYPICAL PHYSICAL LIMITATIONS!
IF I CAN FIND SUFFICIENT EVIDENCE TO SUPPORT MY HYPOTHESIS, THEN IT'LL BE A THEORY.
UH--
WE'RE IN A WEIRD BUBBLE WHERE EGGMAN'S MESSING WITH PHYSICS, I THINK.
IS IT SOME SORT OF TRAP?
MAYBE. BUT CONSIDERING HOW EASILY WE BROKE OUT OF IT, I'M NOT SO SURE.
EGGMAN KNOWS WHAT WE CAN DO, AND IF HE MEANT TO TRAP US, HE WOULD HAVE COMPENSATED FOR THAT.
THERE! AN EXIT! AS I SUSPECTED, THIS PLACE ISN'T NEARLY AS BIG AS IT LOOKS.
ANYTHING'S BETTER THAN HERE... LET'S GO!

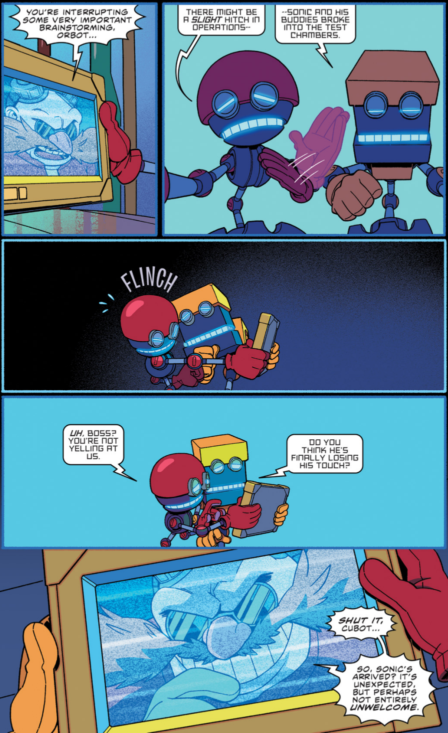

SHA--
--ZAP
AND *NOW* MY HYPOTHESIS IS A THEORY.
SOLID GROUND--*MY FAVORITE!*
MAYBE DON'T CELEBRATE YET...
...'CAUSE THIS PLACE IS GIVING ME SOME *SERIOUSLY* WEIRD VIBES.

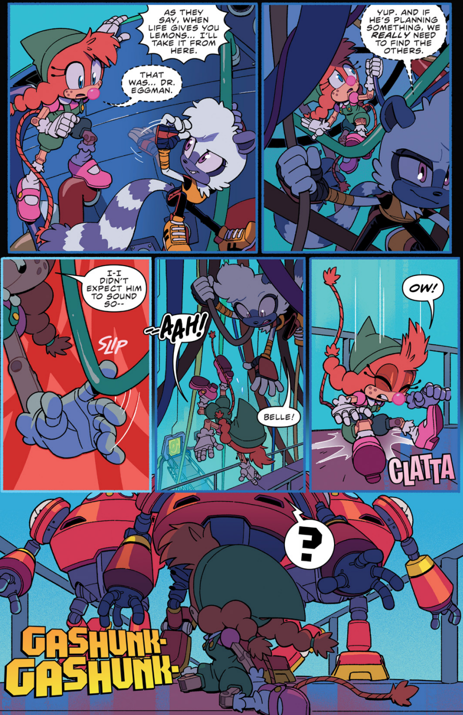

THERE IT IS!
I'LL BRING US IN EASY.
OOF-- OR NOT.
LOOKS LIKE WE'LL NEED TO FIND ANOTHER WAY TO GET BACK.
CRASH
THAT'S A PROBLEM FOR FUTURE US. LET'S GET IN THERE!
DEFINITELY LOOKS LIKE SONIC CAME THIS WAY...
PERFECT! WITH ANY LUCK, WE CAN CATCH UP WITH 'EM IN NO TIME.

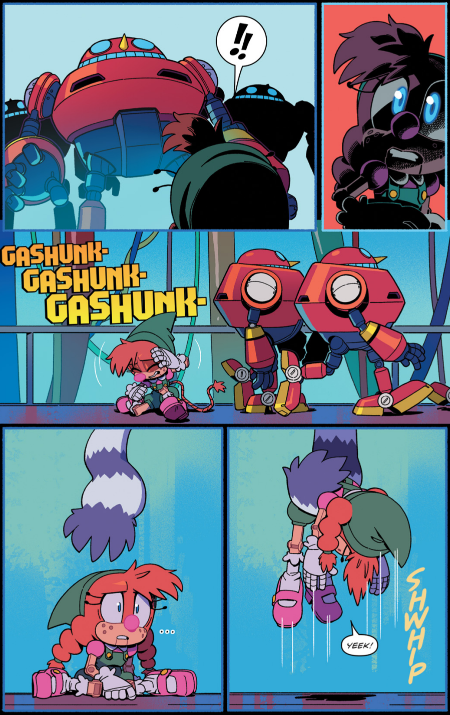

BELLE!
SORRY!
C'MON!
JUST FOLLOW MY LEAD... I'M AN EXPERT STEALTH-ER.
THAT'S... DIFFERENT. ARE THEY BUILDING SOMETHING?
ANYTHING THEY CAN BUILD, WE CAN BUST. LET'S START CLIMBING!


...HAS THAT PAWN SQUAD GOTTEN THE HOLE FIXED YET?
LOOKS LIKE THEY ALL GOT LOST.
SEND IN ANOTHER ONE, THEN. OH, WHAT A MESS. SO MUCH FOR HAVING A NICE, QUIET JOB.
HOW DID SONIC AND HIS FRIENDS EVEN FIND OUT ABOUT THIS BASE?
AT LEAST THEY'RE STUCK IN CHAMBER 1.
THEY GOT INTO CHAMBER 2.
THEY CAN DO THAT?!
I'M AS SURPRISED AS YOU ARE!
CUBOT, YOU KNOW WHAT WE HAVE TO DO.

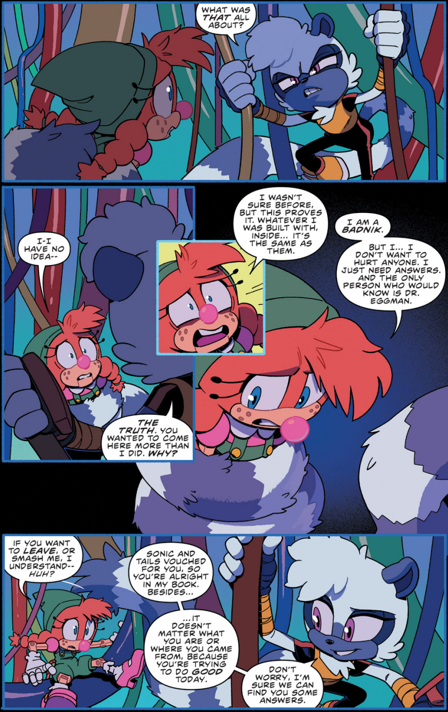

OH, SAY IT AIN'T SO!
I'M SORRY, BUT THERE'S NO OTHER WAY.
JUST GET IT OVER WITH!
BIP
MAYBE HE WON'T PICK UP...?
I'M BUSY, SO MAKE IT QUICK!
WHAT'VE YOU TWO MESSED UP NOW?
NOTHING! NOTHING AT ALL! IT'S JUST...

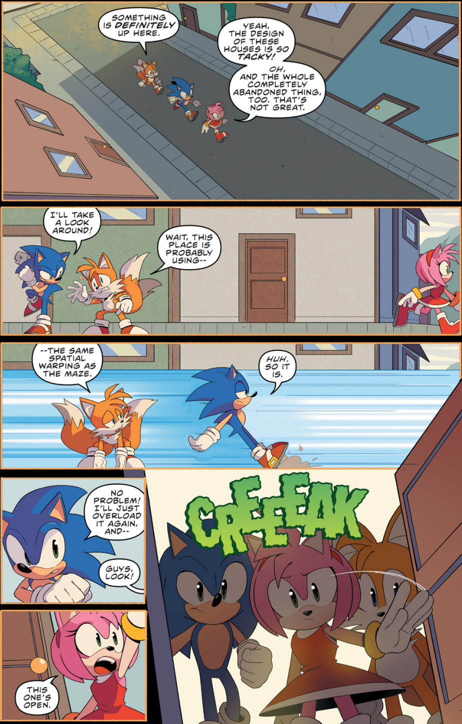

YOU'RE INTERRUPTING SOME VERY IMPORTANT BRAINSTORMING, ORBOT...
THERE MIGHT BE A *SLIGHT* HITCH IN OPERATIONS--
--SONIC AND HIS BUDDIES BROKE INTO THE TEST CHAMBERS.
FLINCH
UH, BOSS? YOU'RE NOT YELLING AT US.
DO YOU THINK HE'S FINALLY LOSING HIS TOUCH?
SHUT IT, CUBOT...
SO, SONIC'S ARRIVED? IT'S UNEXPECTED, BUT PERHAPS NOT ENTIRELY *UNWELCOME.*

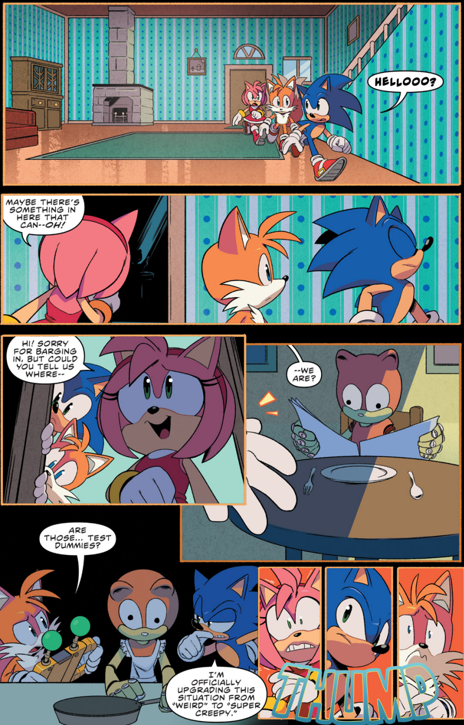

AS THEY SAY, WHEN LIFE GIVES YOU LEMONS... I'LL TAKE IT FROM HERE.
THAT WAS... DR. EGGMAN.
YUP. AND IF HE'S PLANNING SOMETHING, WE *REALLY* NEED TO FIND THE OTHERS.
I-I DIDN'T EXPECT HIM TO SOUND SO--
SLIP
--AAH!
BELLE!
OW!
CLATTA
?
GASHUNK-GASHUNK-

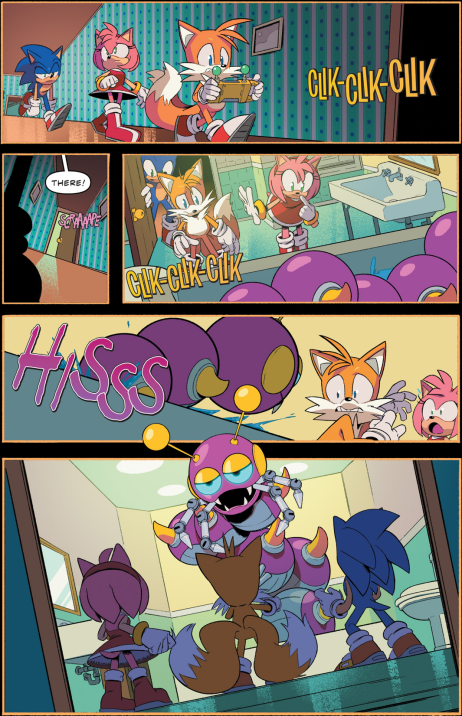


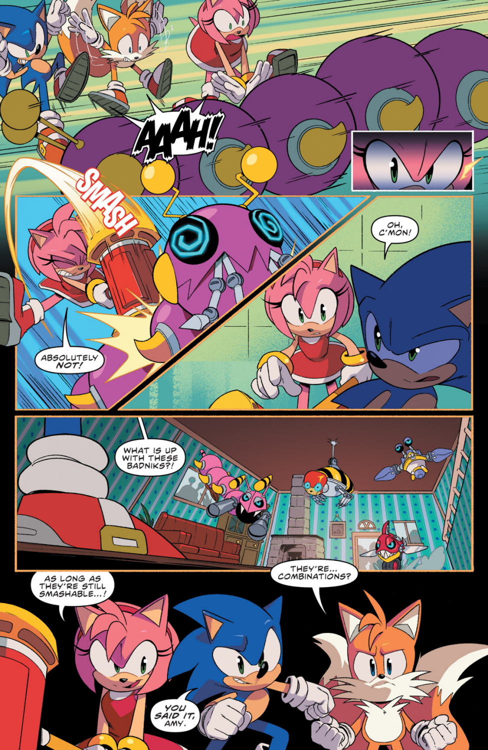
!!
GASHUNK-
GASHUNK-
GASHUNK-
...
YEEK!
SHWHIP

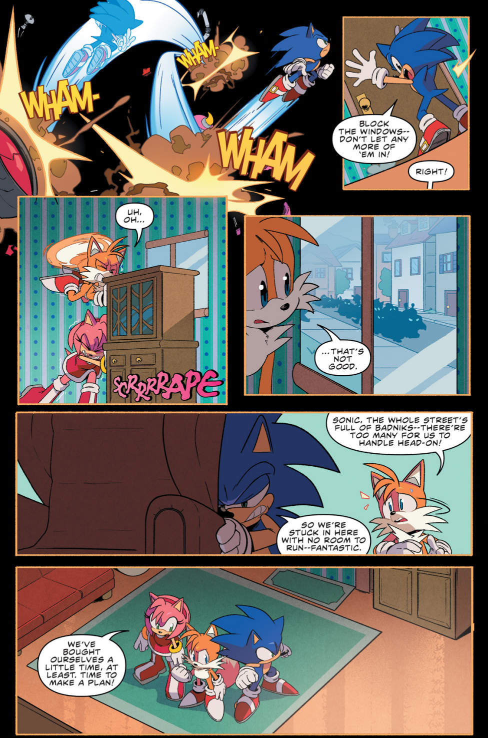

WHAT WAS *THAT* ALL ABOUT?
I-I HAVE NO IDEA--
THE TRUTH. YOU WANTED TO COME HERE MORE THAN I DID. *WHY?*
I WASN'T SURE BEFORE, BUT THIS PROVES IT. WHATEVER I WAS BUILT WITH, INSIDE... IT'S THE SAME AS THEM.
I AM A *BADNIK*.
BUT I... I DON'T WANT TO HURT ANYONE. I JUST NEED ANSWERS. AND THE ONLY PERSON WHO WOULD KNOW IS DR. EGGMAN.
IF YOU WANT TO *LEAVE*, OR SMASH ME, I UNDERSTAND-- HUH?
SONIC AND TAILS VOUCHED FOR YOU, SO YOU'RE ALRIGHT IN MY BOOK. BESIDES...
...IT DOESN'T MATTER WHAT YOU ARE OR WHERE YOU CAME FROM, BECAUSE YOU'RE TRYING TO DO *GOOD* TODAY.
DON'T WORRY, I'M SURE WE CAN FIND YOU SOME ANSWERS.

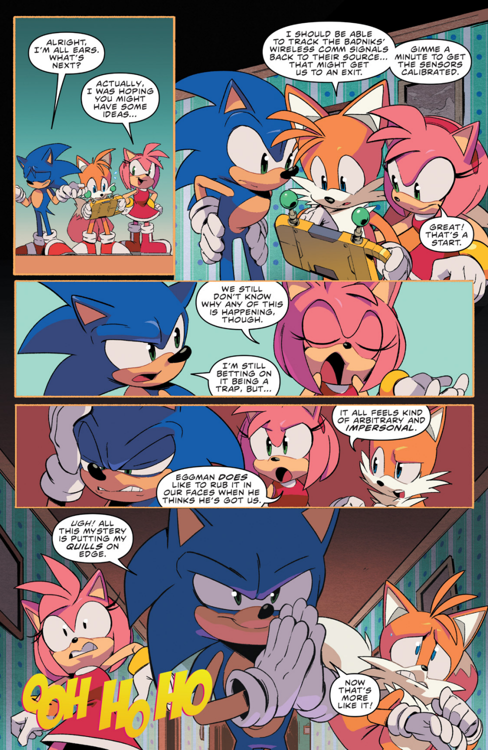

SOMETHING IS *DEFINITELY* UP HERE.
YEAH, THE DESIGN OF THESE HOUSES IS SO *TACKY!*
OH, AND THE WHOLE COMPLETELY ABANDONED THING, TOO. THAT'S NOT GREAT.
I'LL TAKE A LOOK AROUND!
WAIT, THIS PLACE IS PROBABLY USING--
--THE SAME SPATIAL WARPING AS THE MAZE.
HUH. SO IT IS.
NO PROBLEM! I'LL JUST OVERLOAD IT AGAIN, AND--
GUYS, LOOK!
THIS ONE'S OPEN.
CREEEAK

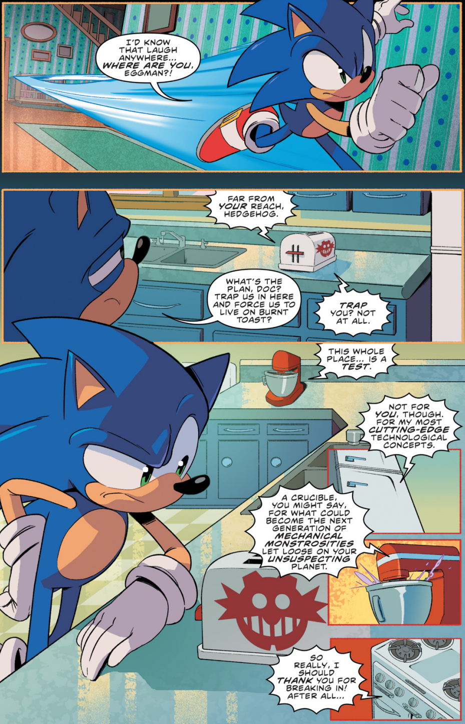

HELLOOO?
MAYBE THERE'S SOMETHING IN HERE THAT CAN--OH!
HI! SORRY FOR BARGING IN, BUT COULD YOU TELL US WHERE--
--WE ARE?
ARE THOSE... TEST DUMMIES?
I'M OFFICIALLY UPGRADING THIS SITUATION FROM "WEIRD" TO "SUPER CREEPY."
THUMP

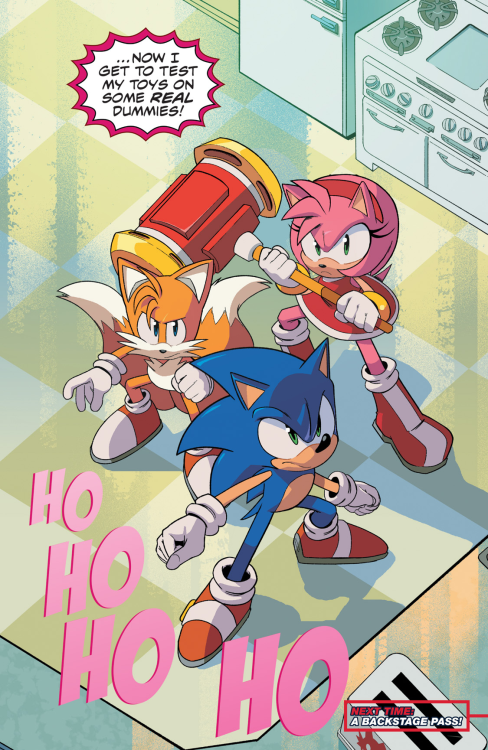

CLIK-CLIK-CLIK
THERE!
SCRAAAPE
CLIK-CLIK-CLIK
HISSS


AAAH!!
SMASH
ABSOLUTELY *NOT!*
OH, C'MON!
WHAT IS UP WITH THESE BADNIKS?!
AS LONG AS THEY'RE STILL SMASHABLE...!
THEY'RE... COMBINATIONS?
YOU SAID IT, AMY.


WHAM-
WHAM-
WHAM
BLOCK THE WINDOWS-- DON'T LET ANY MORE OF 'EM IN!
RIGHT!
UH, OH...
SCRRRAPE
...THAT'S NOT GOOD.
SONIC, THE WHOLE STREET'S FULL OF BADNIKS--THERE'RE TOO MANY FOR US TO HANDLE HEAD-ON!
SO WE'RE STUCK IN HERE WITH NO ROOM TO RUN--FANTASTIC.
WE'VE BOUGHT OURSELVES A LITTLE TIME, AT LEAST. TIME TO MAKE A PLAN!


ALRIGHT, I'M ALL EARS. WHAT'S NEXT?
ACTUALLY, I WAS HOPING YOU MIGHT HAVE SOME IDEAS...
I SHOULD BE ABLE TO TRACK THE BADNIKS' WIRELESS COMM SIGNALS BACK TO THEIR SOURCE... THAT MIGHT GET US TO AN EXIT.
GIMME A MINUTE TO GET THE SENSORS CALIBRATED.
GREAT! THAT'S A START.
WE STILL DON'T KNOW WHY ANY OF THIS IS HAPPENING, THOUGH.
I'M STILL BETTING ON IT BEING A TRAP, BUT...
IT ALL FEELS KIND OF ARBITRARY AND *IMPERSONAL*.
EGGMAN *DOES* LIKE TO RUB IT IN OUR FACES WHEN HE THINKS HE'S GOT US.
UGH! ALL THIS MYSTERY IS PUTTING MY *QUILLS* ON EDGE.
OOH HO HO
NOW THAT'S MORE LIKE IT!


I'D KNOW THAT LAUGH ANYWHERE... ***WHERE ARE YOU,*** EGGMAN?!
FAR FROM ***YOUR*** REACH, HEDGEHOG.
WHAT'S THE PLAN, DOC? TRAP US IN HERE AND FORCE US TO LIVE ON BURNT TOAST?
TRAP YOU? NOT AT ALL.
THIS WHOLE PLACE... IS A ***TEST.***
NOT FOR ***YOU,*** THOUGH. FOR MY MOST ***CUTTING-EDGE*** TECHNOLOGICAL CONCEPTS.
A CRUCIBLE, YOU MIGHT SAY, FOR WHAT COULD BECOME THE NEXT GENERATION OF ***MECHANICAL MONSTROSITIES*** LET LOOSE ON YOUR ***UNSUSPECTING*** PLANET.
SO REALLY, I SHOULD ***THANK*** YOU FOR BREAKING IN! AFTER ALL...


...NOW I GET TO TEST MY TOYS ON SOME *REAL* DUMMIES!
HO HO HO HO
NEXT TIME: A BACKSTAGE PASS!

NEXT MONTH

SONIC LETTERS SQUAD

ART BY GEORGE

Hola, Sonic Squad! Eggman is speaking through appliances now…? You have to admit, he’s creative! Thank you for joining Evan Stanley, Bracardi Curry, Matt Herms, and Shawn Lee for the “Test Run,” part two! Now, let’s check out your art and letters!

Dear IDW Team,

I just wanted to write in and express my enjoyment of Evan Stanley’s story arc, “Chao Races and Badnik Bases.” This arc was refreshingly entertaining for me in a way that I haven’t experienced in years. I’ve been reading the IDW Sonic comics and, before that, the Archie Sonic comics, continuously for about a decade, not to mention occasional issues as far back as 1998, so I think that says something. Stories of this caliber, or at least stories that were equally impressive to a younger version of myself, are what got me reading this franchise in the first place.

I don’t have too much time to reflect and fully discern why I liked this arc so much in particular, but I know I liked the premise, somehow, even though on paper it looks kind of contrived. I liked the way that Omega and Rouge were written. I liked the special winter outfits. I liked the organic, off-beat nature of the story, which kept the reader guessing as to what was actually going on instead of just building toward an inevitable and, therefore, anticipated conclusion. I liked the random but realistic anticlimaxes, such as the chateau having been engineered to survive an avalanche all along. And I’m sure the unified vision of one person acting as both the writer and the artist contributed to my appreciation, too (not to knock on Ian Flynn… I probably would not have been reading this series in the first place if it weren’t for him).

Anyway, I just want to say that I hope that Evan and everyone else involved with the team are still cranking out comics like this for years to come. As my wife and I contemplate starting a family, I would love to continue to have new Sonic comics to share with our children as they grow and learn to read. In the meantime, I’m looking forward to the next arc!

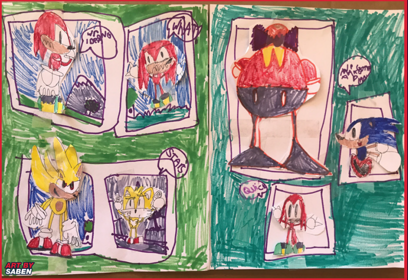
Best Regards,
John

Dear John,

Wow, it sounds like you really know you Sonic the Hedgehog *comics, so it means so much that you’re a fan of IDW’s run. One of my favorite things about the stories that Ian and Evan tell is that everyone can enjoy them. While some people may be drawn to the speedy, action-packed fights of Sonic and Shadow, others may be drawn to the cuteness of Cream and Tails, and others to the soliloquies of Starline and Eggman. Sonic comics offer a lot to its readers and I think that’s why people keep coming back! “Choa Race and Badnik Bases,” (or CRABB, as we ended up calling it) is a great example of that–fun Chao races, creepy villains, and lots of scheming and action. We’re so excited to have Evan on board as a writer. It’s always interesting to see the ways in which different writers approach the same world, especially Evan who, as you mentioned, can illustrate her vision.*

SONIC
THE HEDGEHOG

ART BY MILO



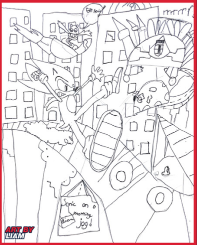
Thank you for your kind words and I hope you and your wife raise beautiful, Sonic-loving children!

Hi, IDW!

My name is Liam, and I've been a Sonic fan for 2 or 3 years. I really like how much effort is put into these books but I am really excited to see the next one!

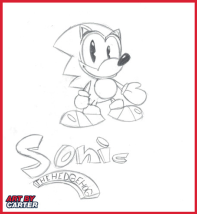
Hi, Liam!

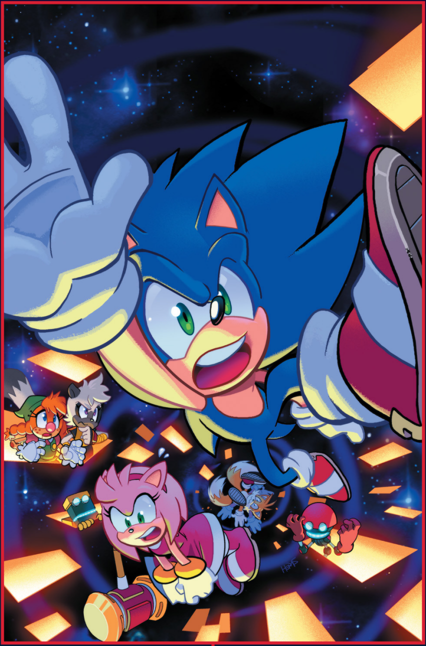
Thank you so much for your letter and art! I like that Sonic is going on a morning jog, he just can't sit still, can he?


Sonic on a morning jog!
ART BY LIAM

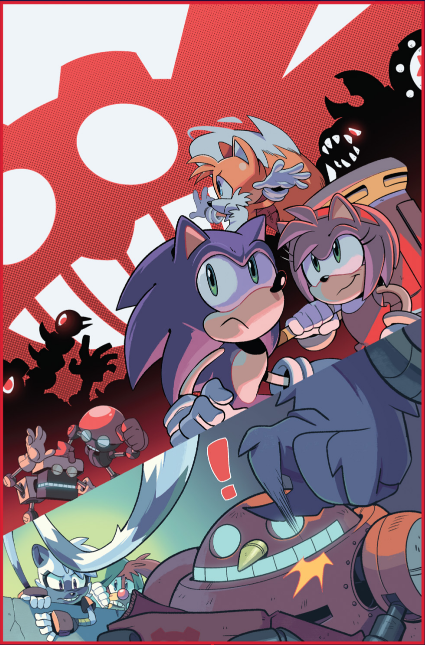
You know, a lot of effort goes into making these comics–planning can start up to a year in advance and it takes a pretty big team to make sure these comics get into your hands. There's the writers, pencilers, inkers, colorists, editors, letters… and that's just a few of the many people that work on each issue! We all love Sonic and want to make sure that the fans of Sonic have a great product every month, so it does take a lot of effort, but it's worth it!

Thanks for joining us, Squad. Don't forget to send your art and letters to letters@idwpublishing.com, and make sure to mark them: "OKAY TO PRINT!" And join the IDW Sonic Comics Squad on Facebook! Next month, maybe Eggman will make some toast? Find out in "Test Run," part three!





ART MATT HERMS



ART **THOMAS ROTHLISBERGER** COLORS **BRACARDI CURRY**

ART **NATHALIE FOURDRAINE**